

DECLARATIVE MARKUP FOR SCORING MULTIPLE TIME-BASED ASSETS AND EVENTS WITHIN A SCENE COMPOSITION SYSTEM

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ABSTRACT

A system and method for declarative markup that allows temporal manipulation of media assets. The media assets can be audio media, video media, animations, audio-visual media, images or events. Using the present invention a media sequence can be formed by playing more than one medium in series, in parallel or in any other temporal combination wherein a medium is cued to another medium. A media sequence created using the present invention can become part of a new media sequence, and the rate of playing the media sequence can be controlled by fields associated with the new media sequence. Also, using present invention, a media sequence can be cued to start playing at a fixed time before the end of a first media sequence, and in this instance the length of the first media sequence can be varied while still maintaining the fixed time from the end of the first media sequence.